

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE



ISHIHARA et al.

Atty. Ref.: 3917-4

Appl. No. 09/866,541

Group: 3714

Filed: May 29, 2001

Examiner: C. Coburn

For: GAME SYSTEM USING GAME CARDS AND GAME MACHINE

\* \* \* \* \*

August 18, 2005

Mail Stop AF  
Commissioner for Patents  
P.O. Box 1450  
Alexandria, VA 22313-1450

Sir:

**RESPONSE TO NOTICE OF NON-COMPLIANT AMENDMENT (37 CFR 1.121)**

The U.S. Patent Office issued a Notice of Non-Compliant Amendment (37 CFR 1.121) on August 8, 2005. In response to the Notice, Applicant attaches hereto a copy of the Amendment/Response filed on August 3, 2005 in the above-identified application, along with its corresponding postcard receipt.

Applicant respectfully requests entry and consideration thereof.

Respectfully submitted,

**NIXON & VANDERHYE P.C.**

By: \_\_\_\_\_

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C#/M#: 3917-4

Serial No.: 09/866,541

Atty: Raymond Y. Mah

Inventor/s: ISHIHARA et al.

Date: August 3, 2005

Title: GAME SYSTEM USING GAME CARDS AND  
GAME MACHINE

**XX Amendment**

☐ **Address Indication Form**

**0.00 Total Fee**

Other:



## IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

**RESPONSE UNDER RULE 116**  
**EXPEDITED HANDLING PROCEDURES**

In re Patent Application of

Atty Dkt. 3917-4

C# M#

ISHIHARA et al.

TC/A.U.

3714

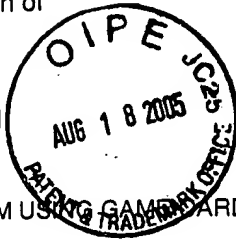
Serial No. 09/866,541

Examiner: C. Coburn

Filed: May 29, 2001

Date: August 3, 2005

Title: GAME SYSTEM USING CARDS AND GAME MACHINE



**COPY**

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Commissioner for Patents  
 P.O. Box 1450  
 Alexandria, VA 22313-1450

Sir:

**RESPONSE/AMENDMENT/LETTER**

This is a response/amendment/letter in the above-identified application and includes an attachment which is hereby incorporated by reference and the signature below serves as the signature to the attachment in the absence of any other signature thereon.

☐ **Correspondence Address Indication Form Attached.**

**Fees are attached as calculated below:**

Total effective claims after amendment **64** minus highest number  
 previously paid for **66** (at least 20) = 0 x \$50.00 \$0.00 (1202)/\$0.00 (2202) \$

Independent claims after amendment **10** minus highest number  
 previously paid for **17** (at least 3) = 0 x \$200.00 \$0.00 (1201)/\$0.00 (2201) \$

If proper multiple dependent claims now added for first time, (ignore improper); add  
 \$360.00 (1051)/\$180.00 (2051) \$

Petition is hereby made to extend the current due date so as to cover the filing date of this  
 paper and attachment(s)  
 One Month Extension \$120.00 (1251)/\$60.00 (2251)  
 Two Month Extensions \$450.00 (1252)/\$225.00 (2252)  
 Three Month Extensions \$1020.00 (1253)/\$510.00 (2253)  
 Four Month Extensions \$1590.00 (1254)/\$795.00 (2254) \$

Terminal disclaimer enclosed, add \$130.00 (1814)/\$65.00 (2814) \$

☐ Applicant claims "small entity" status. ☐ Statement filed herewith

Rule 56 Information Disclosure Statement Filing Fee \$180.00 (1806) \$

Assignment Recording Fee \$40.00 (8021) \$

Other: \$

**TOTAL FEE ENCLOSED \$ 0.00**

The Commissioner is hereby authorized to charge any deficiency, or credit any overpayment, in the fee(s) filed, or asserted to be filed, or which should have been filed herewith (or with any paper hereafter filed in this application by this firm) to our Account No. 14-1140. A duplicate copy of this sheet is attached.

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\* \* \* \* \*

August 3, 2005

Mail Stop AF  
Commissioner for Patents  
P.O. Box 1450  
Alexandria, VA 22313-1450

Sir:

AMENDMENT/RESPONSE

Responsive to the final Official Action dated May 3, 2005, please amend the  
above-identified application as follows:

**AMENDMENTS TO THE CLAIMS:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (previously presented) A video game system for playing a video game and for generating a video game display having animated graphics comprising:

a plurality of game cards for use in a card game, each visually portraying a figure of a character and including recorded data,

a video game information storage medium storing a video game program relating to game card character figures,

a video game machine including a processing system for removably receiving therein the video game information storage medium to execute the video game program,

each of said plurality of game cards recording for an associated character depicted, at least identification data of the associated character and characteristic data relating to a characteristic of the associated character and for causing a change to a video image involving an animated and displayed associated character dependent on the progress of said video game;

wherein one of said video game information storage medium and said video game machine includes external information reading circuitry for reading the identification data and characteristic data of the characters recorded on said game cards; and

said processing system, when supplied with the identification data and characteristic data read by said external information reading circuitry from one or more of said game cards being operable to animate and display a video display visually

portraying said associated character and for processing a video game program of the video game to cause the change to the video image involving said animated and displayed character by using said characteristic data.

2-6. (cancelled).

7. (previously presented) A video game system according to claim 1, wherein said game cards are trading cards each including a figure of a character differing in rarity value.

8. (previously presented) A video game system according to claim 1, wherein the characteristic data recorded on at least one of said game cards includes sound data related to at least the associated character, and

wherein said processing system generates sound of the associated character on the basis of sound data read by said external information reading circuitry.

9. (previously presented) A video game system according to claim 1, wherein the characteristic data recorded on at least one of said game cards includes text data explaining an individual feature of the associated character, and

wherein said processing system displays text data read by said external information reading circuitry on a game screen.

10. (previously presented) A video game system according to claim 1, wherein at least the identification data and characteristic data of the characters are optically readably recorded on said game cards using a two-dimensional array of dots, and

wherein said external information reading circuitry comprises an optical reader for optically reading the identification data and characteristic data of the characters recorded on said game cards.

11. (previously presented) A video game system according to claim 1, wherein at least the identification data and characteristic data of the characters are electronically readably recorded in a non-volatile memory, and

wherein said external information reading circuitry comprises a reader for electrically reading the identification data and characteristic data of the characters stored in said non-volatile memory of said game cards.

12. (previously presented) A video game system according to claim 1, wherein at least the identification data and characteristic data of the characters are magnetically recorded in a magnetic recording area formed in one surface of said game cards, and

wherein said external information reading circuitry comprises a magnetic reader for magnetically reading the identification data and characteristic data of the characters recorded in the magnetic recording area of said game cards.

13. (previously presented) A video game system for playing a video game providing video game play having animated graphics comprising:

a plurality of collection cards, each visually portraying a figure of a character and including recorded data relating to said character including recorded data enabling animation and display of the character;

a video game information storage medium storing a video game program to display at least some of the characters portrayed on said collection cards on a video image display device;

a video game machine including a processing system for receiving therein said video game information storage medium to execute the video game program;

wherein at least one of said collection cards includes a particular character other than a character stored in said video game information storage medium and includes display data recorded thereon for animating and displaying a figure of the particular character in an animated manner on the video image display device, an identification code of the particular character and characteristic data of the particular character,

wherein one of said video game information storage medium and said video game machine further comprises external information reading circuitry for reading the identification code and characteristic data recorded on said collection card,

said processing system being operable to

execute the video game program based on the video game program stored in said video game information storage medium when the identification code and characteristic data of the particular character are not supplied by said external information



reading circuitry, and to

execute the video game program and process the character data of the particular character when supplied with the identification code and characteristic data of the particular character read from said external information reading circuitry, and process the display data of the particular character to animate and display the character during the game.

14. (previously presented) A video game system according to claim 13, wherein the characteristic data stored on said collection card includes sound data related to at least the character, and

wherein said processing system generates sound of the character on the basis of sound data read by said external information reading circuitry.

15. (previously presented) A video game system according to claim 13, wherein the characteristic data includes ability data related at least to the character, and

said processing system changes a display state of the character in the video game based upon ability data read by said external information reading circuitry.

16. (previously presented) A video game card for use in a video game system including a video game information storage medium storing a video game program for animating and displaying at least some of the characters depicted on a plurality of such game cards on a video image display device, a video game machine

including a processing system for receiving therein said video game information storage medium to execute a video game program; and external information reading circuitry provided in one of said video game information storage medium and said video game machine for reading data recorded in said game card, said game card comprising:

a visually portrayed figure of a character for use in playing a card game,

a machine readable recording of at least an identification code of the character and characteristic data related to said character, said characteristic data including ability data visually recognizably printed on said game card and hidden data not visually recognizably printed on said game card, and

wherein said characteristic data is disposed on said card such that it can be read by said external information reading circuitry and used in a video game played on said video game machine to cause a visual change to a video image of an animated and displayed character dependent on progress of the execution of the video game program.

17. (cancelled).

18. (previously presented) A game card according to claim 16, wherein said game card further comprises additional data recorded thereon in addition to said characteristic data, the additional data including a mini-game program for playing a video game which may be added to the game based on the video game program stored in said video game information medium, and

wherein the mini-game program recorded on said game card records a mini-game

program for realizing a mini-game in said game card separate from the video game program stored in said video game information storage medium, and

wherein said game card further comprises order data recorded thereon for rearranging parts of the mini-game program.

19. (previously presented) A game card according to claim 16, wherein the characteristic data further includes at least sound data to generate a sound of the character, ability data of the character, and amount data indicating an amount of the sound data and ability data.

20. (previously presented) A game card according to claim 16, wherein the characteristic data further includes at least sound data for generating sound of the character, ability data representative of an ability of the character and text data explaining a feature of the character.

21. (previously presented) A game card according to claim 16, further including additional data corresponding to the identification code of the visually portrayed character and data for determining the amount of data recorded.

22. (previously presented) A game card according to claim 16, wherein said external information reading circuitry comprises an optical reader for optically reading the identification data and characteristic data of the character visually portrayed

on said game card, and

wherein said game card includes an optically readable recording of at least the identification data and characteristic data of the character comprising a two-dimensional array of dots.

23. (previously presented) A game card according to claim 16, wherein said external information reading circuitry comprises a reader for reading the identification data and characteristic data of the visually portrayed character, and wherein said game card includes a non-volatile memory recording at least the identification data and characteristic data of the character.

24. (previously presented) A game card according to claim 16, wherein said external information reading circuitry comprises a magnetic reader for magnetically reading the identification data and characteristic data of the visually portrayed character, and

wherein said game card includes a magnetic memory provided in one surface thereof recording at least the identification data and characteristic data.

25. (previously presented) A video game information storage medium for use in a game system including a plurality of game cards for playing a card game, each card visually portraying a figure of a character and including data recorded thereon related to said character including recorded data to enable animation and display of the

character, said video game information storage medium storing a video game program, a video game machine including a processing system for receiving therein said video game information storage medium to execute a video game program, and external information reading circuitry provided on one of said video game information storage medium and said video game machine to read data recorded on said game card, wherein said plurality of game cards record on a character-by-character basis at least identification codes of the characters and characteristic data for representing individual aspects of the characters depicted with figures,

said video game information storage medium comprising:

a first video game program memory section for storing a first program for playing a video game to display animated characters in a video game display, and

a second video game program memory section for storing a second program for executing a video game using said characteristic data to be added to the first game program when supplied with the identification code and characteristic data read from said external information reading circuitry to control or change at least an aspect of animation and display of a character based on the read data recorded on the game card.

26. (previously presented) A video game information storage medium according to claim 25, wherein said information storage medium is a cartridge including a semiconductor memory storing the first program and second program, and a case accommodating said semiconductor memory and integrally formed with said external information reading circuitry.

27. (previously presented) A video game information storage medium according to claim 25, wherein said game cards store a plurality of kinds of characteristic data on an identification-code-by-identification-code basis, and

said video game information storage medium includes a semiconductor memory storing the first program and second program, a writable/readable memory for writably/readably storing at least part of the characteristic data corresponding to at least part of the identification codes, and a case accommodating said semiconductor memory and writable/readable memory and integrally formed with said external information reading circuitry.

28. (previously presented) A video game system for playing a video game having animated graphics comprising:

a game card for use in a card game, said game card visually portraying a figure of a character and including recorded data,

a video game information storage medium including:

a memory storing a video game program for playing a video game related to said game card, and

reading circuitry for reading information from said game card, the read information enabling animation and display of the character visually portrayed on the game card during play of the video game; and

a video game machine including a processing system for removably receiving therein the video game information storage medium to execute the video game program.

29. (previously presented) A video game system according to claim 28, wherein said video game information storage medium includes processing circuitry.

30. (previously presented) A video game system according to claim 28, wherein said video game machine is a hand-held device and includes a display.

31. (previously presented) A video game system according to claim 28, where said game card includes identification data of the character portrayed thereon and characteristic data relating to a characteristic of the associated character.

32. (previously presented) A video game system according to claim 28, wherein said video game information storage medium includes, for each of a plurality of characters, a first memory section for storing identification data and characteristic data, and a second memory section that stores identification data and characteristic data acquired during progress of the video game.

33. (previously presented) A video game system according to claim 28, wherein said video game card is one of a plurality of trading cards each including a figure of a character differing in rarity value, and

said video game machine uses said cards to play a video game associated with the game program stored in said video game information storage medium.

34. (previously presented) A video game system according to claim 28, wherein the data recorded on said game card includes sound data related to at least an associated character, and

wherein said processing system generates sound of the character on the basis of sound data read by said reading circuitry.

35. (previously presented) A video game system according to claim 28, wherein said data recorded on said game card includes text data explaining an individual feature of the character, and

wherein said processing system displays text data read by said reading circuitry on a game screen.

36. (previously presented) A video game system according to claim 28, wherein said game card optically readably records by a two-dimensional array of dots at least identification data and characteristic data of the portrayed character, and

wherein said reading circuitry comprises an optical reader for optically reading the identification data and characteristic data of the character recorded on said game card.

37. (previously presented) A video game system according to claim 28, wherein said game card includes an electrically readable recording of at least of character identification data and characteristic data of the character in a non-volatile memory, and

wherein said reading circuitry comprises a reader for electrically reading the



identification data and characteristic data of the character stored in said non-volatile memory of said game card.

38. (previously presented) A video game system according to claim 28, wherein said game card includes a magnetic recording of at least character identification data and characteristic data of the associated character in a magnetic recording area formed in one surface thereof, and

wherein said reading circuitry comprises a magnetic reader for magnetically reading the identification data and characteristic data of the character recorded in the magnetic recording area of said game card.

39. (previously presented) A removable memory for a video game system comprising:

a program memory for storing a video game program involving cards;  
a data reader for reading data from at least one card including data enabling animation and display of a character during play of a video game provided by execution of the video game program;

processing circuitry for processing data read from a card to animate and display the character during play of the video game; and

a connector for connecting to a game machine having a processing system for executing said game program.

40. (previously presented) A removable memory according to claim 39, further including a RAM memory.

41. (previously presented) A removable memory according to claim 39, further including a groove for receiving at least a portion of said game card for reading data from said game card.

42. (previously presented) A removable memory according to claim 39, further including a first game program memory section for storing a first program for playing a game to display animated characters in a video game, and  
a second game program memory section for storing a second program for executing a game using said characteristic data to be added to the first game program when supplied with the identification code and characteristic data read from said data reader to animate and display the character during play of a video game based on the read data.

43. (previously presented) A removable memory according to claim 42, wherein said removable memory comprises a cartridge including a semiconductor memory storing the first program and second program, and a case accommodating said semiconductor memory and integrally formed with said data reader.

44. (currently amended) A video game system as in claim 1, wherein for

~~use with at least one game card visually portraying a figure of a character and including recorded information comprising:~~

~~reading circuitry for reading information from said game card;~~

~~a game information storage medium including a memory storing a game program for playing a game related to said at least one game card; and~~

~~a game machine including a processing system for executing an image display game program, wherein a portion of said image display program is stored in said game information storage medium and at least a portion of the image video display program is obtained from said at least one of the plurality of game cards.~~

45. (currently amended) A ~~game system according to claim 44, wherein~~  
~~said video game information storage medium as in claim 25, wherein the video game~~  
~~information storage medium includes processing circuitry.~~

46. (currently amended) A video game system according to claim 44<sup>1</sup>,  
wherein said video game machine is a hand-held device and includes a display.

47. (cancelled)

48. (currently amended) A video game system according to claim 44<sup>1</sup>,  
wherein said video game information storage medium includes, for each of a plurality of  
the characters, a first memory section for storing identification data and characteristic

data, and a second memory section that stores identification data and characteristic data acquired during progress of the game.

49. (currently amended) A video game system according to claim 44<sup>13</sup>, wherein said ~~at least one game collection cards~~ each includes a ~~plurality of trading cards~~ each including a figure of a character differing in rarity value, ~~and~~  
~~said game system uses said cards to play a game associated with the game~~  
~~program stored in said game information storage medium.~~

50. (cancelled)

51. (previously presented) A video game system for use with at least one game card visually portraying a figure of a character and storing information in the form of a two dimensional array of dots comprising:

reading circuitry for reading the two dimensional array of dots from said game card to enable animation and display of the character in video game play;

a video game information storage medium including a memory storing a video game program for playing a game related to said at least one game card, and

a processing system for executing a card related video game program, wherein at least a portion of said card related video game program is stored in said video game information storage medium, said processing system being operable to process video graphics image data embodied in said two-dimensional array of dots to generate and

display an animated character for video game play.

52. (previously presented) A video game system according to claim 51, wherein said reading circuitry and said video game information storage medium are housed in a removable cartridge.

53. (previously presented) A video game system according to claim 51, wherein said processing system is a hand-held device and includes a display.

54. (previously presented) A video game system according to claim 51, where said game card includes identification data of the character portrayed thereon and characteristic data relating to a characteristic of the associated character.

55. (previously presented) A video game system according to claim 51, wherein said at least one game card includes a plurality of trading cards including a figure of a character differing in rarity value, and

wherein said game system uses said cards to play a game associated with the video game program stored in said video game information storage medium.

56. (previously presented) A video game system according to claim 51, wherein the at least one game card includes sound data related to at least an associated character, and wherein said processing system generates sound of the character on the

basis of sound data read by said reading circuitry.

57. (previously presented) A video game system for playing a video game having animated graphics and for generating a display comprising:

a plurality of game cards for use in a card game, each visually portraying a figure of a character and including recorded data including recorded data to enable animation and display of the character,

a video game information storage medium storing a game program relating to game card character figures,

a video game machine including a processing system for removably receiving therein the video game information storage medium to execute a video game program,

said plurality of game cards recording, for each of the characters depicted, at least identification data of the characters and characteristic data relating to a characteristic of an associated character, said identification data and characteristic data when processed by said processing system causing a change to a video image involving an animated and displayed associated character dependent upon the progress of said video game;

wherein one of said video game information storage medium and said video game machine includes external information reading circuitry for reading the identification data and characteristic data of the characters recorded on said game cards,

said processing system, when supplied with the identification data and characteristic data read by said external information reading circuitry from one or more of said game cards, processes the characteristic data to apply a change to said video

image of an animated and displayed associated character as a result of processing the characteristic data and the video game program stored in said game information storage medium, and

said processing system, when not supplied with the identification data and characteristic data by said external information reading circuitry from one or more of said game cards, executes a process on the basis of only the video game program stored in said video game information storage medium.

58. (currently amended) A video game system as in claim 1, wherein  
comprising:  
~~—— a plurality of game cards for use in a card game, each visually portraying a figure of a character and including recorded data;~~  
~~—— a game information storage medium storing a game program relating to game card character figures;~~  
~~—— a game machine including a processing system for removably receiving therein the game information storage medium to execute an image display game program;~~  
~~—— said plurality of game cards recording, for each of the characters depicted, at least identification data of the characters and characteristic data relating to a characteristic of an associated character;~~  
~~—— wherein one of said game information storage medium and said game machine includes external information reading circuitry for reading the identification data and characteristic data of the characters recorded on said game cards;~~

~~—said processing system, when supplied with the identification data and characteristic data read by said external information reading circuitry from one or more of said game cards, processes the characteristic data to apply a change to the original content of the game program stored in said game information storage medium,~~

said game information storage medium includes, for each of the characters, a first memory section for storing the identification data and characteristic data, and a second memory section for storing identification data and characteristic data acquired during progress of the game, and

said first storage section stores a registering program for writing and registering when the identification data of the character read by said external information reading circuitry is in a predetermined condition, the identification data and characteristic data being read from the game card to said second storage section.

59. (currently amended)      A video game system as in claim 1, wherein  
comprising:

~~—a plurality of game cards for use in a card game, each visually portraying a figure of a character and including recorded data,~~

~~—a game information storage medium storing a game program relating to game card character figures,~~

~~—a game machine including a processing system for removably receiving therein the game information storage medium to execute an image display game program,~~

~~—said plurality of game cards recording, for each of the characters depicted, at least~~



~~identification data of the characters and characteristic data relating to a characteristic of an associated character;~~

~~— wherein one of said game information storage medium and said game machine includes external information reading circuitry for reading the identification data and characteristic data of the characters recorded on said game cards,~~

~~— said processing system, when supplied with the identification data and characteristic data read by said external information reading circuitry from one or more of said game cards, processes the characteristic data to apply a change to the original content of the game program stored in said game information storage medium,~~

said game information storage medium includes, for each of the plurality of characters, a first memory section for storing identification data and characteristic data, and a second memory section for storing identification data and characteristic data acquired during progress of the game,

said plurality of game cards having recorded thereon as characteristic data, data corresponding to the identification data of one or a plurality of the characters, and

said second storage section further storing, when the identification data of the character read by said external information reading circuitry is in a predetermined state, a program for registering additional data read out of the game card in addition to the characteristic data corresponding to the identification data of the character.

60. (currently amended) A game card as in claim 16 ~~for use in a game system including a game information storage medium storing a game program for~~

~~generating at least some of the characters depicted on a plurality of such game cards on an image display device; a game machine including a processing system for receiving therein said game information storage medium to execute an image display game program; and external information reading circuitry provided in one of said game information storage medium and said game machine for reading data recorded in said game card, said game card comprising:~~

~~—— a visually portrayed figure of a character for use in playing a card game,~~  
~~—— a machine readable recording of at least an identification code of the character and characteristic data related to said character, and~~  
~~—— wherein said characteristic data is disposed on said card such that it can be read by said external information reading circuitry and used in an electronic game played on said game machine, and~~

wherein said video game card includes a recording of additional data in addition to said characteristic data and the additional data includes a mini-game program for playing a game which may be added to the game based on the video game program stored in said video game information storage medium.

61. (previously presented) A game card for use in a video game system including a video game information storage medium storing a game program for generating at least some of the characters depicted on a plurality of such game cards on an image display device; a video game machine including a processing system for receiving therein said video game information storage medium to execute a video game

program; and an external information reading circuitry provided in one of said video game information storage medium and said video game machine for reading data recorded in said game card, said game card comprising:

a visually portrayed figure of a character for use in playing a card game,

a machine readable recording of at least an identification code of the character and characteristic data related to said character, and

wherein said characteristic data is disposed on said card such that it can be read by said external information reading circuitry and used in a video game played on said game machine, and

wherein said game card is machine-readably recorded with image data for animating and displaying a figure of the character, and said image data is read by said external information reading circuitry from the game card thereby to animate and display the character's figure in a game by said game machine.

62. (previously presented) A game card for use in a video game system including a video game information storage medium storing a game program for generating at least some of the characters depicted on a plurality of such game cards on an image display device; a video game machine including a processing system for receiving therein said video game information storage medium to execute a video game program; and an external information reading circuitry provided in one of said video game information storage medium and said video game machine for reading data recorded in said game card, said game card comprising:

a visually portrayed figure of a character for use in playing a card game,  
a machine readable recording of at least an identification code of the character and  
characteristic data related to said character, and  
wherein said characteristic data is disposed on said card such that it can be read by  
said external information reading circuitry and used in a video game played on said game  
machine to control or change animation and display of the character play of the video  
game, and  
wherein said game card includes, in a machine-readable manner, printed dots  
distributed within blocks each of which has a predetermined area, and by printing the  
dots with different distributions, at least the identification data and the character data are  
machine-readably recorded on said game card to control or change animation and display  
of the character play of the video game.

63. (currently amended) A video game system as in claim 1 wherein for  
~~playing a video game using a plurality of game cards, each card including a graphical~~  
~~image and recorded information comprising:~~  
~~reading circuitry for reading information from said plurality of game cards;~~  
~~a game information storage medium for storing data indicative of the information~~  
~~recorded on said plurality of game cards; and~~  
~~a game machine including a processing system for executing a game program, said~~  
video game program including stored in the video game information storage medium  
includes instructions obtained from each at least one of said plurality of game cards.

64. (currently amended) A video game system according to claim 63, wherein said external information reading circuitry is operable to read data from a two-dimensional dot array recorded on each at least one of said plurality of game cards.

65. (currently amended) A video game system as in claim 28, wherein  
~~the For use in a video game system for playing a video game using a plurality of game cards, said video game system including reading circuitry for reading information from said plurality of game cards, a game information storage medium for storing data indicative of the information recorded on said plurality of game cards, and a game machine including a processing system for executing a game program, a plurality of game cards comprising:~~

~~a first game card having graphical information embodied thereon for graphically depicting game related information and having has encoded thereon a first set of program instructions for execution by said processing system; and~~

~~a second game card having graphical information thereon graphically depicting game related information and having encoded thereon a second set of program instructions for execution by said processing system, wherein at least said first game card and said second game card must be read by said reading circuitry to enable said processing system to execute said game program.~~

66. (currently amended) A video game system ~~plurality of game cards~~ according to claim 65, wherein each of said first game card and said second game card

~~include a two dimensional dot array recorded thereon.~~ the video game system includes a second game card having graphical information thereon graphically depicting game related information and having encoded thereon a second set of program instructions for execution by said processing system, wherein at least said first game card and said second game card must be read by said reading circuitry to enable said processing system to execute said game program.

67. (currently amended) A video game system as in claim 1, wherein  
~~method of operating a game system for playing a video game using a plurality of game cards, each card including a graphical image and recorded information, said game system including reading circuitry for reading information from said plurality of game cards, a storage device for storing a first set of program instructions, and a processing system for executing a game program, said method of operating said game system comprising:~~

~~executing by said processing system said first set of program instructions stored in said storage device,~~

said external information reading circuitry reads reading-recorded information data from said plurality of game cards, the recorded data embodying program instructions, and

~~storing said recorded information from said plurality of game cards in a memory in said game system, and~~

said processing system executes program executing instructions embodied by the recorded data read from each of said plurality of game cards.

68. (currently amended) A ~~method~~video game system according to claim 67, wherein ~~said a~~ storage device for storing a ~~first~~ set of program instructions is embodied in a card reading module, and said processing system is embodied in a hand held housing, said card reading module being removably connectable to said hand-held housing.

69. (currently amended) A ~~method~~video game system according to claim 67, further including:

~~determining wherein the video game system determines~~ whether a sufficient number of game cards have been read to execute instructions obtained from said plurality of game cards.

70. (currently amended) A ~~method~~video game system according to claim 67 further including:

~~rearranging wherein the video game system rearranges~~ the order of stored information read from said plurality of game cards.

71. (currently amended) A ~~method~~video game system according to claim 67 wherein the recorded ~~information~~data read from said plurality of game cards includes program sequence data and ~~the method further includes rearranging the video~~ game system rearranges the order of stored information read from said plurality of game cards based on the program sequence data.

72. (currently amended) A ~~method~~ video game system according to claim 67 wherein the recorded ~~information data~~ read from said plurality of game cards includes total program amount data and ~~the method further includes determining wherein~~ the video game system determines whether a sufficient number of game cards have been read to execute instructions obtained from said plurality of game cards based on the total program amount data.



**REMARKS/ARGUMENTS**

Reconsideration and allowance of all the claims of record are respectfully requested. Claims 1, 7-16 and 18-46, 48-49 and 51-72 are pending in this application.

**Information Disclosure Statement (IDS):**

An Information Disclosure Statement (IDS) was filed on June 15, 2005. A copy of the Form PTO-1449 of that IDS is attached. The Examiner is requested to initial the cited references on the Form PTO-1449 and to return a copy of the initialed document to the undersigned as an indication that the cited references have been considered and made of record.

**Allowable Subject Matter:**

Applicant notes with appreciation the indication that claims 1, 7-16, 18-43, 53-57, 61 and 62 are allowable. Allowable claims 53-56 depend from claim 51. Claim 51 has not been rejected. Applicant therefore believes that claim 51 (and claim 52 which depends therefrom) is also allowable.

Claims 47 and 50 have been canceled. Claims 44-46, 48-49, 58-60 and 63-72 have been amended to depend from one of the above noted allowable claims. Accordingly, all pending claims in this application are allowable.

**Rejections Under 35 U.S.C. §103:**

Claims 44-48, 50, 58, 59 and 63-72 were rejected under 35 U.S.C. §103 as allegedly being unpatentable over Yokoyama et al in view of Bronstein and Eskildsen. Claims 49 and 60 were rejected under 35 U.S.C. §103 as allegedly being unpatentable over Yokoyama et al in view of Bronstein and Eskildsen, and further in view of Garfield.

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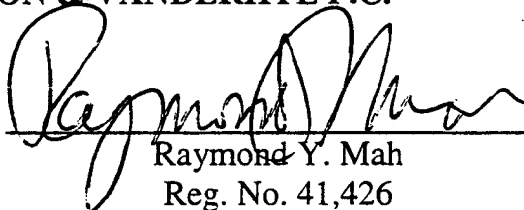
As noted above, all of the pending claims are allowable. Applicant thus respectfully requests that the above rejections under 35 U.S.C. §103 be withdrawn.

**Conclusion:**

Applicant believes that this entire application is in condition for allowance and respectfully requests a notice to this effect. If the Examiner has any questions or believes that an interview would further prosecution of this application, the Examiner is invited to telephone the undersigned.

Respectfully submitted,

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## INFORMATION DISCLOSURE CITATION

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**APPLICANT**

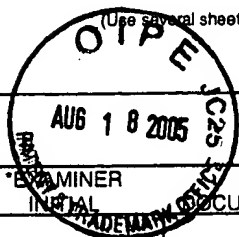
ISHIHARA et al.

FILING DATE

TC/A.U.

May 29, 2001

3714



## U.S. PATENT DOCUMENTS

[illegible]

## FOREIGN PATENT DOCUMENTS

[illegible]

**OTHER DOCUMENTS** (including Author, Title, Date, Pertinent pages, etc.)

	"Games that Never Made it to America", Nintendo Power, Volume 56, pages 60-66. January 1994.
	Namcot Barcode Boy Set documents, 1992, Namco and Sofel, 6 pages of packaging, and Battle Space instructions booklet, 15 pages.
	Nintendo Game Boy packaging, 1989.
	Conveni Wars Barcode Battler II, 1993, packaging and instructions, 15 pages.
	Conveni Wars Barcode Battler II, 1993, instruction booklet, 14 pages and Super Mario World for Conveni Wars Barcode Battler II instruction booklet, 4 pages.
	Namcot Barcode Boy instructions, 1992, 6 pages.

\*Examiner

Date Considered

Examiner: Initial if reference considered, whether or not citation is in conformance with MPEP 609; Draw line through citation if not in conformance and not considered. Include copy of this form with next communication to application.